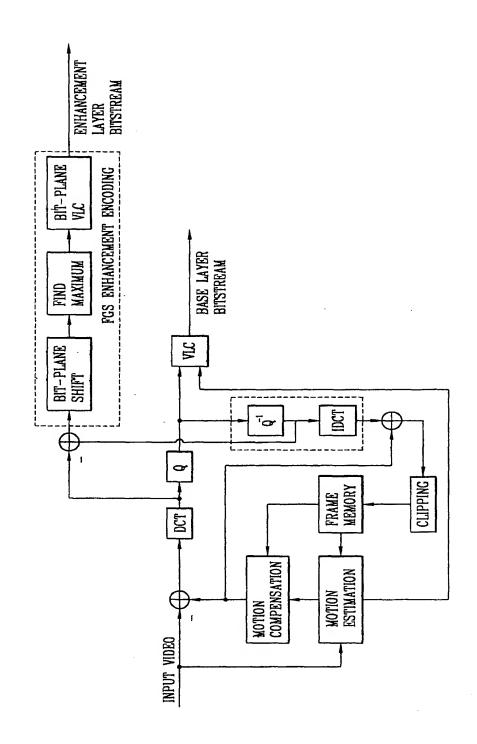
$\frac{\mathsf{H}^1 | \mathsf{G}}{\mathsf{RELATED}}$ art



ENHANCEMENT LAYER VIDEO BASE LAYER VIDEO CLIPPING CLIPPING MOTION COMPENSATION FRAME MEMORY IDCT ENHANCEMENT LAYER DECODING BIT-PLANE SHIFT VLD BIT-PLANE VLD BASE LAYER BITSTREAM ENHANCEMENT LAYER BITSTREAM

